Lucinda Green's

Equestrian Challenge™

CROSS COUNTRY - SHOW JUMPING - DRESSAGE

XPLOSIV

USER GUIDE

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-54614/ANZ

1 or 4 Player • Memory Card (8MB) (for PlayStation®2) : 48KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Lucinda Green's Equestrian Challenge™

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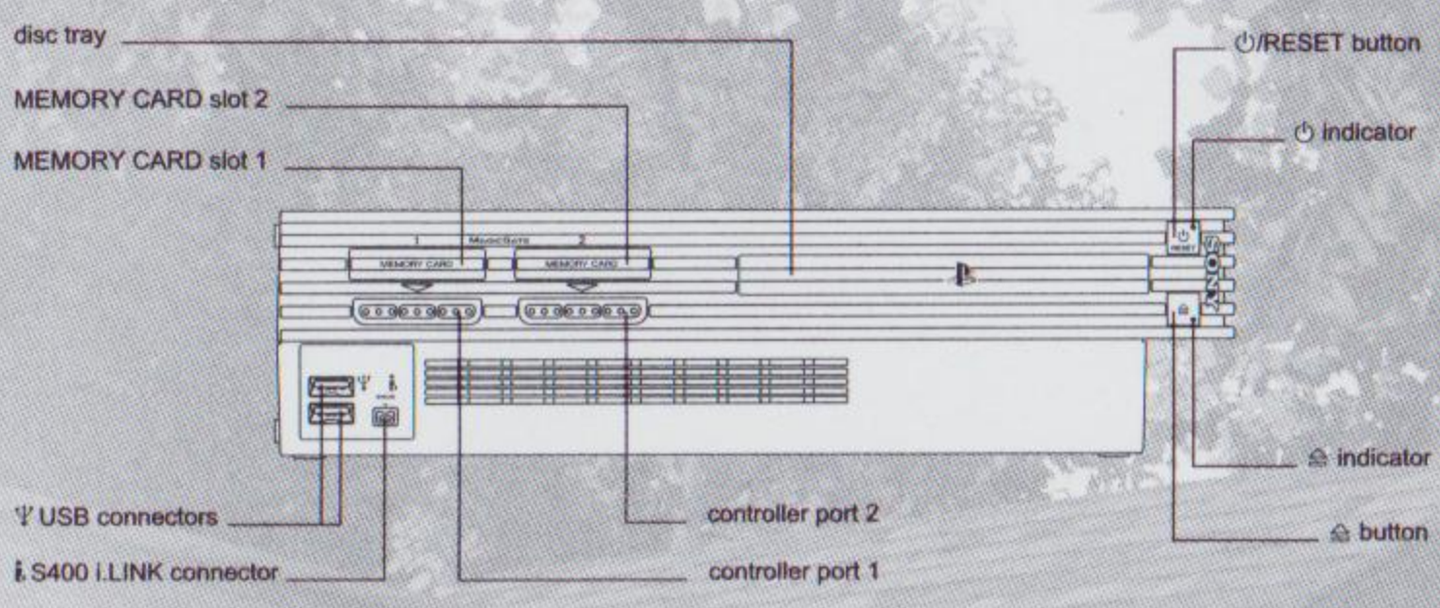
Getting Started

PlayStation®2 [front panel]

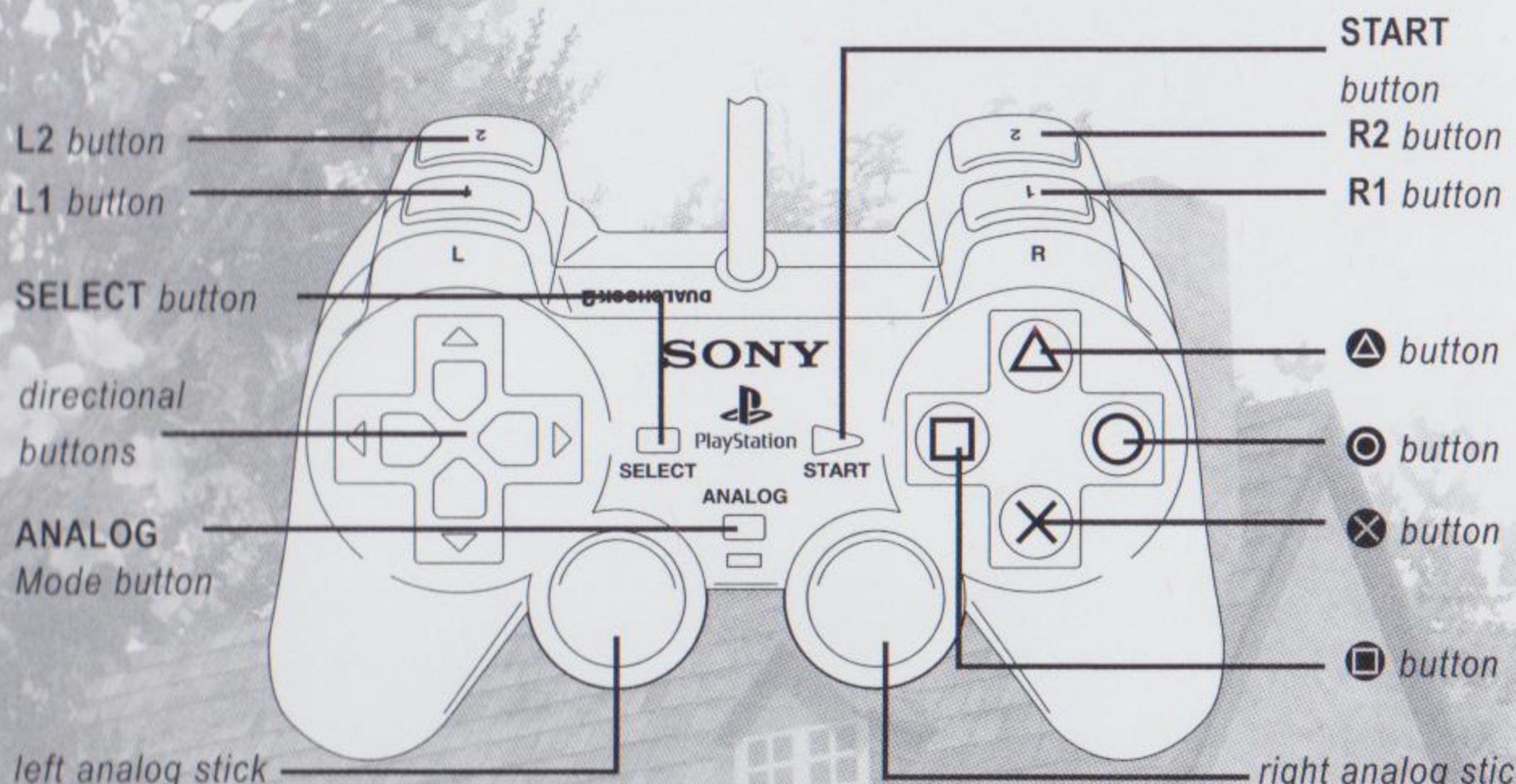


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch, located on the back of the console, is turned on. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button. Insert the **LUCINDA GREEN'S EQUESTRIAN CHALLENGE** disc on the disc tray with the label side facing up. Close the disc tray by pressing the ⏏ button. The **LUCINDA GREEN'S EQUESTRIAN CHALLENGE** disc will be recognised as a game disc, and the game will boot up automatically. Should the disc not boot-up automatically press the ⏻/RESET button on the console. Follow on-screen instructions and refer to this manual for information on using the software.

A memory card (8MB) (for PlayStation®2) with at least 64KB of free space is required to save game data. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

LUCINDA GREEN'S EQUESTRIAN CHALLENGE uses an autosave feature. Please ensure that a memory card (8MB) (for PlayStation®2) is present in MEMORY CARD slot 1 at boot up as insertion after this point may cause data to be overwritten. This title supports English, French, Italian, German, Spanish languages. Select your preferred language from the console's system configuration menu before commencing play.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



NOTE: The digital controller is not supported.

Show Jumping	Dressage	Cross Country
START button: Pause	START button: Pause	START button: Pause
LEFT analog stick Steer the Horse	⊗ DRESSAGE Movements	LEFT analog stick Steer the Horse
RIGHT ANALOG STICK: Speed Up / Slow Down	▣ DRESSAGE Movements	RIGHT ANALOG STICK: Speed Up / Slow Down
⊗ SPEED UP	△ DRESSAGE Movements	⊗ SPEED UP
▣ SLOW DOWN / Reverse	△ DRESSAGE Movements	▣ SLOW DOWN / Reverse
◉ JUMP (Normal / Hard difficulty only)	-	◉ JUMP (Normal / Hard difficulty only)
R1 button LOOK TO JUMP	-	△ GALLOP R1 button LOOK TO JUMP

INTRODUCTION - Lucinda Green

Hello and welcome to Equestrian Challenge.
Your goal is to work your way through two-star and three-star competitions until you're ready to take on the world's top eventing riders at the four-star level.
I'll be here to guide you through your training and events and make sure you reach your full potential.

MAIN MENU

The main menu allows you to start a new Equestrian Challenge game, to continue an existing game, or to adjust the game options.

CREATING YOUR RIDER

When you choose to start a new game, the first thing you must do is create your rider.
You can adjust the following areas:

Gender: Male, Female
Nationality: Australia, Canada, USA, New Zealand, England, Croatia, Japan, Netherlands, Sweden, Russia, Denmark, Belgium, Italy, France, Germany, Spain, Portugal
Appearance: Choose from a variety of faces
Hair Colour: Choose Light, Normal or Dark hair for your rider
Skin Colour: Choose Light, Normal or Dark skin for your rider
Eye Colour: Choose from a variety of eye colours
Name: Enter a name for your rider

DIFFICULTY LEVEL

Once you've created your rider, you can also adjust the difficulty level for the game: Easy, Normal, Hard.

	EASY	NORMAL	HARD
JUMPING	Automatic	Manual (with slow-motion)	Manual
DEVELOPMENT POINTS	Low	Medium	High
DRESSAGE TIMING	Easy	Normal	Hard

If you're finding the game too hard, you can always adjust the difficulty level from the Game Options screen in the Office.

FARM HUB

The Farm Hub is the centre of your eventing world.
The farm contains everything you'll need to become a top level eventing rider:

Paddock: The Paddock is where your horse lives.

Training: The Training areas are where you can show Lucinda that you're ready for events.

Stables: The Stables are where you can create new horses, select a different top horse for events, and retire horses.

Tack Room: The Tack Room is where you change your horse's saddles and bridles, and your outfits for each event.

Office: The Office is where you can check your progress through the game and change the game options.

Front Gate: The Front Gate takes you out to competitive events around the world: Adelaide, Badminton, Burghley, and Kentucky.

Ride With Friends: This option allows you to set up a multi-player game with up to four players.

Creating Your Horse

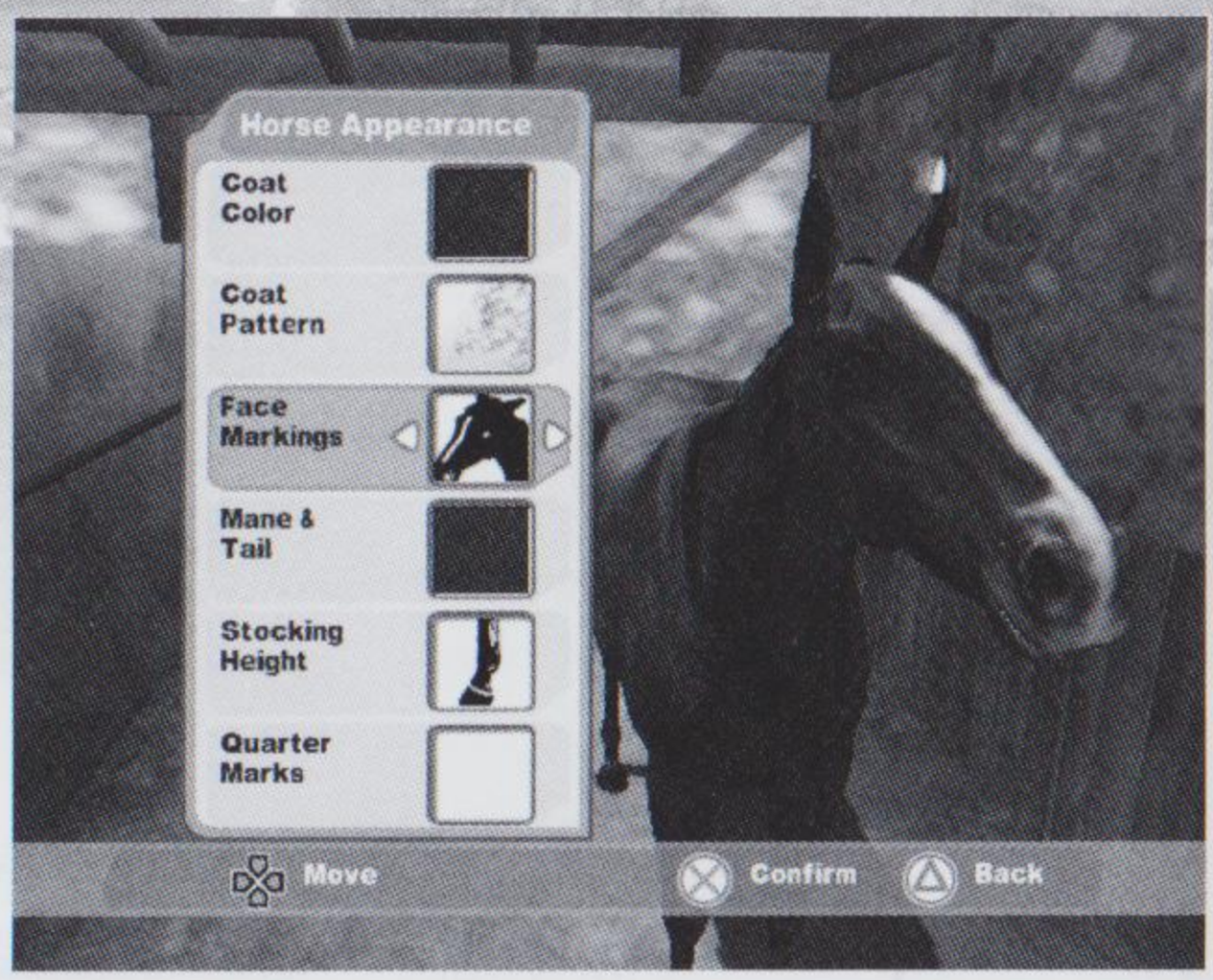
When you arrive at the farm, you need to create a horse. You can adjust the following areas:

HORSE PHYSIQUE

Breed: Thoroughbred, Warmblood/Thoroughbred, Irish Sportshorse
Gender: Stallion, Gelding, Mare
Size: Adjust the size of your horse

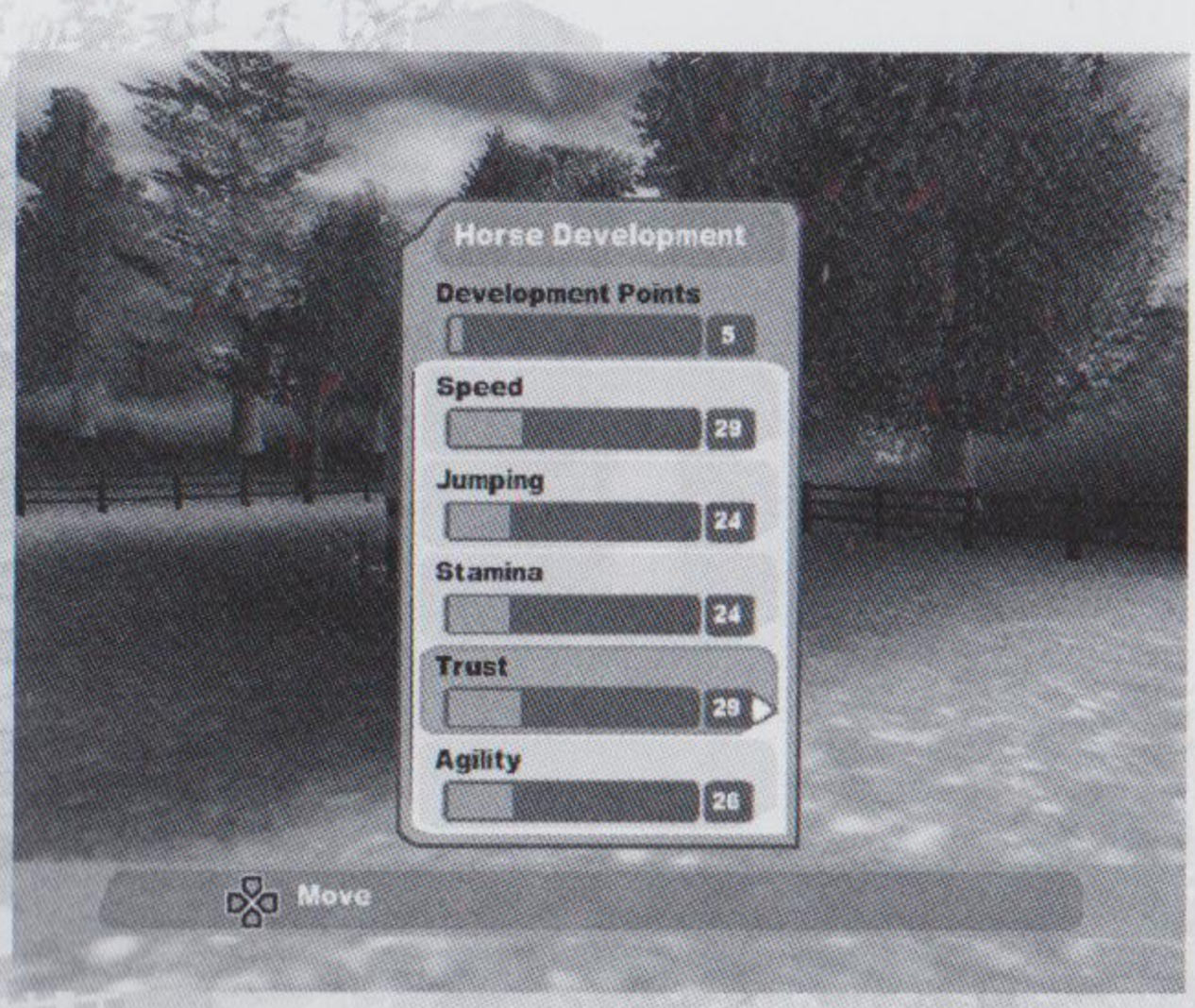
Horse Appearance

Coat Colour: Choose from a variety of coats
Coat Pattern: Choose a pattern
Face Markings: Choose from a variety of blazes.
Mane & Tail: Adjust your horse's mane and tail colour.
Stocking Height: Choose from a variety of stockings
Name: Enter a name for your horse.



Horse Development

As you play through Equestrian Challenge, you'll need to develop your horse so that it's competitive at the higher star levels.
Each horse has a number of attributes: Speed, Jumping, Stamina, Trust, and Agility. After each training or competitive event you are awarded Development Points that you can use to increase your horse's abilities.



Speed: Speed governs how fast your horse can gallop. This is important for Cross Country, where you want to complete the course as quickly as possible.

Jumping: Jumping is your horse's jumping ability. A low Jumping score means that your horse will be more likely to knock down a pole in Show Jumping.

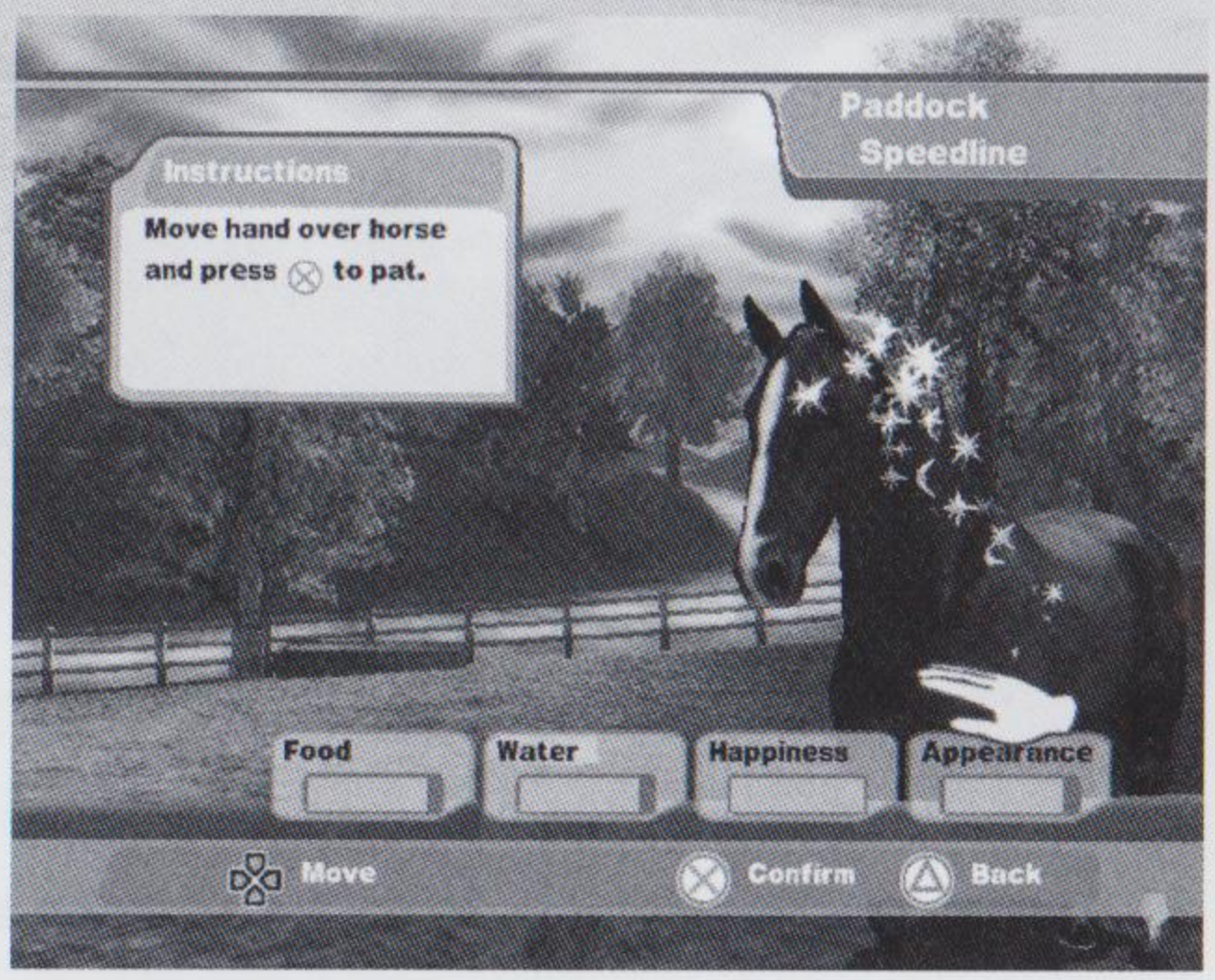
Stamina: Stamina is the duration that your horse can run at full speed. Good stamina is important for Cross Country, where your horse must gallop for most of the course.

Trust: Trust is how often your horse will gallop and jump for you. For example, if your horse has good trust, then you can ask more of it, but this will tire it out more quickly.

Agility: Agility is how quickly and accurately your horse can move. Agility is important for Dressage, where the timing and precision of your horse's movement are being judged.

Paddock

The Paddock is where your horse lives. You need to spend time with your horse here to make sure that it's fed, watered, and cared for – otherwise it won't perform at its full potential. There are a number of ways that you can interact with your horse here in the paddock:



Hand: Patting your horse improves its Happiness.

Hay Bale: Food for your horse.

Water Trough: Water for your horse.
Brush: Brush your horse to improve its Appearance.
Carrots: Energy packed Food for your horse.
Wash: Wash your horse to improve its Appearance.
Apples: Apples add to both Food and Water.
Sugar Cubes: Sugar cubes are good rewards to keep your horse Happy.
Fly Spray: Keep the flies away to keep your horse Happy.

FOOD AND WATER

Food and Water are essential to your horse's fitness. Low Food and Water levels will hamper your horse's Speed and Stamina in events.

HAPPINESS

Your horse's Happiness depends on how well you treat it. A simple pat on the nose will do wonders for your relationship. If your horse's Happiness is low, it won't ride as hard for you in Cross Country events.

APPEARANCE

Every time you ride your horse it accumulates dirt and dust, so you need to brush or wash it to make sure its Appearance is a good as possible. Both Washing and Brushing have the same effect, but Washing the horse is much quicker. Dressage judges will be looking closely at your horse's Appearance, and will score you accordingly.

SCREENSAVER

You can leave the game on the Paddock screen if you just want to watch your horse. Press the ⊗ button to return to the game.

TRAINING

There are three Training areas at the farm; Show Jumping, Dressage, and Cross Country. Each of these is available at two-star, three-star and four-star level. The training events will teach you the basics for each type of event to prepare you for competitive events.
You need to complete your Show Jumping, Dressage, and Cross Country training for each of the star levels before Lucinda will let you enter the corresponding competitive events.
You can see your best score for each of the training tests in the Office.

STABLES

The Stables give you access to your horses, allowing you to:
Create Horse: Create a new horse to use in the game. You'll need an empty Stall to do this, or you'll have to replace an existing horse. Horse creation is detailed on page 6.

Select Horse: Choose which horse to use in events and in the paddock.
Retire Horse: Remove an existing horse from a stall. New stalls are unlocked during the game as you progress through the star levels.

TACK ROOM

The Tack Room is where you adjust aspects of your rider and horse's equipment. Through the game new outfits and equipment will be unlocked. You can adjust the following areas:
Saddles: Change your horse's saddles for Show Jumping, Dressage, and Cross Country.
Tack: Change your horse's bridle and bit for Show Jumping, Dressage, and Cross Country.
Outfit: Show Jumping: Change your rider's outfit for Show Jumping.
Outfit: Dressage: Change your rider's outfit for Dressage.
Outfit: Cross Country: Change your rider's outfit for Cross Country.
New outfits, saddles, and bridles and bits are unlocked for good performance in competitive events.

OFFICE

The Office gives you access to three areas:
Best Scores: View your best scores for competitive and training events in the game.
Awards: View your awards for each of the competitive events.
Options: Adjust your Graphics, Sound, and Game options. You can also adjust your difficulty level here after you've started a game.

FRONT GATE

The Front Gate takes you out of the farm to the Event Hub (see page 13) for each of the competitive events at Adelaide, Burghley, Badminton, and Kentucky. Each of these events is available at two-star, three-star, and four-star levels.
The next level of training is unlocked once you've placed in the top three (overall) at each of the competitive events.

RIDE WITH FRIENDS

Ride With Friends allows you to set up multiplayer events for two, three, or four players. Additional players must first create their own horses. You can adjust the following options of the events:
Event Type: Choose from Show Jumping, Dressage, or Cross Country for a single event; or Three Day to play all three events.
Event Location: Choose from Kentucky, Burghley, Badminton, Adelaide, or Training.
Star Rating: Choose the difficulty level from Two Star, Three Star, Four Star.

SHOW JUMPING

Show Jumping events are held in enclosed grass or dirt arenas. These events are your opportunity to show your horse's jumping prowess over a number of jumps. Your goal is to complete the course as quickly as possible, without knocking too many poles off the jumps. Your score is determined by your time for the course plus any penalties for knocking off poles.

ON-SCREEN DISPLAYS

Progress Panel: The Progress Panel (top left) shows a diagram of your progress through the course, the number of faults (knocked poles and refusals) that you've accumulated, your current time and the best time for the course.

Next Jump Panel: The Next Jump panel (bottom left) has an arrow that shows the direction you must ride to the next jump, a diagram showing the layout of the jumps (if there are multiple jumps in the jumping effort), the number of the next jump and the total number of jumps in the course.

Action Panel: The Action Panel (bottom right) shows the actions you can perform in Show Jumping.

PLAYER CONTROLS – SHOW JUMPING

⊗	Speed Up
▣	Slow Down / Reverse
◉	Jump (Normal / Hard difficulty only)
R1	Look to Jump

DRESSAGE

Dressage events are held in enclosed grass or dirt arenas. In Dressage your goal is not speed, but precision and presentation. Each Dressage test is made up of a number of individual movements, such as collected trot, shoulder-in left, or serpentine. As you move from two-star to four-star, the difficulty of the movements increases. Your score in dressage is determined by your time for the course, penalties for incorrect movements and mistakes, and also a component that considers the presentation of you and your horse.

ON-SCREEN DISPLAYS

Progress Panel: The Progress Panel (top left) shows a diagram of your progress through the course and the number of faults (missed / incorrect buttons) that you've accumulated.

Current Bar: The Current Bar (bottom) shows the buttons that you need to press to correctly perform the current gait. Press the buttons as the timing indicator (the yellow circle) passes over them. The buttons change colour depending on your timing: green for correct, orange for early, red for missed.

Next Bar: The Next Bar (bottom right) shows the next set of buttons that you need to press, either for the continuation of the current gait, or for the next gait.

Previous Bar: The Previous Bar (bottom left) shows how well you did in the last bar: Excellent, good, poor, or terrible.

PLAYER CONTROLS – DRESSAGE

- ⊗ Dressage Movements
- ▣ Dressage Movements
- ◉ Dressage Movements
- △ Dressage Movements

CROSS COUNTRY

Cross Country events are held on outdoor courses that incorporate multiple jumping efforts, each of which can be a single jump or a series of jumps. Cross Country events are endurance events, where your horse's stamina and speed are tested. Your score in Cross Country is determined by your time for the course plus penalties for refusals at jumps.

ON-SCREEN DISPLAYS

Progress Panel: The Progress Panel (top left) shows a diagram of your progress through the course, the number of faults (knocked poles and refusals) that you've accumulated, your current time and the best time for the course.

Next Jump Panel: The Next Jump Panel (bottom left) has an arrow that shows the direction you must ride to the next jump, a diagram showing the layout of the jumps (if there are multiple jumps in the jumping effort), the number of the next jump and the total number of jumps in the course.

Horse Panel: The Horse Panel (top right) shows your horse's Trust (hearts) and its Stamina (the curved bar and the horse icon). Each time you gallop or your horse refuses at a jump, your horse's Trust is depleted. You can recover Trust by successfully completing jumps through the course.

Action Panel: The Action Panel (bottom right) shows the actions you can perform in Show Jumping.

PLAYER CONTROLS - CROSS COUNTRY

✕	Speed Up
□	Slow Down / Reverse
○	Jump (Normal / Hard difficulty only
△	Gallop
R1	Look to Jump

COMPETITIVE EVENTS

EVENT HUB

When you take part in a competitive event, you leave the Farm Hub and enter the Event Hub.

Tack Room: While at the event, you can change your outfits and the saddlery and tack on your horse.

Next Event: The competition events are tackled sequentially (Dressage, Cross Country, and finally Show Jumping) so this option begins the next event.

Event Standings: You can check your position in the Standings between events.

Abandon Event: You can quit the event at any time, but you'll forfeit any medals, ribbons, or trophies that you've won so far.

SCORING

All competition scores in Equestrian Challenge are based on penalties. The fewer penalties you accumulate during the event, the better your overall score.

Time: Every second of the event counts towards your total score. So it's important in Cross Country and Show Jumping to complete the course as quickly as possible.

Penalties – Show Jumping: Penalties are given in Show Jumping for refusals (when the horse shies from a jump) and for knocking the poles off the jumps.

Penalties – Dressage: Penalties are given in Dressage for each incorrect button press during the test.

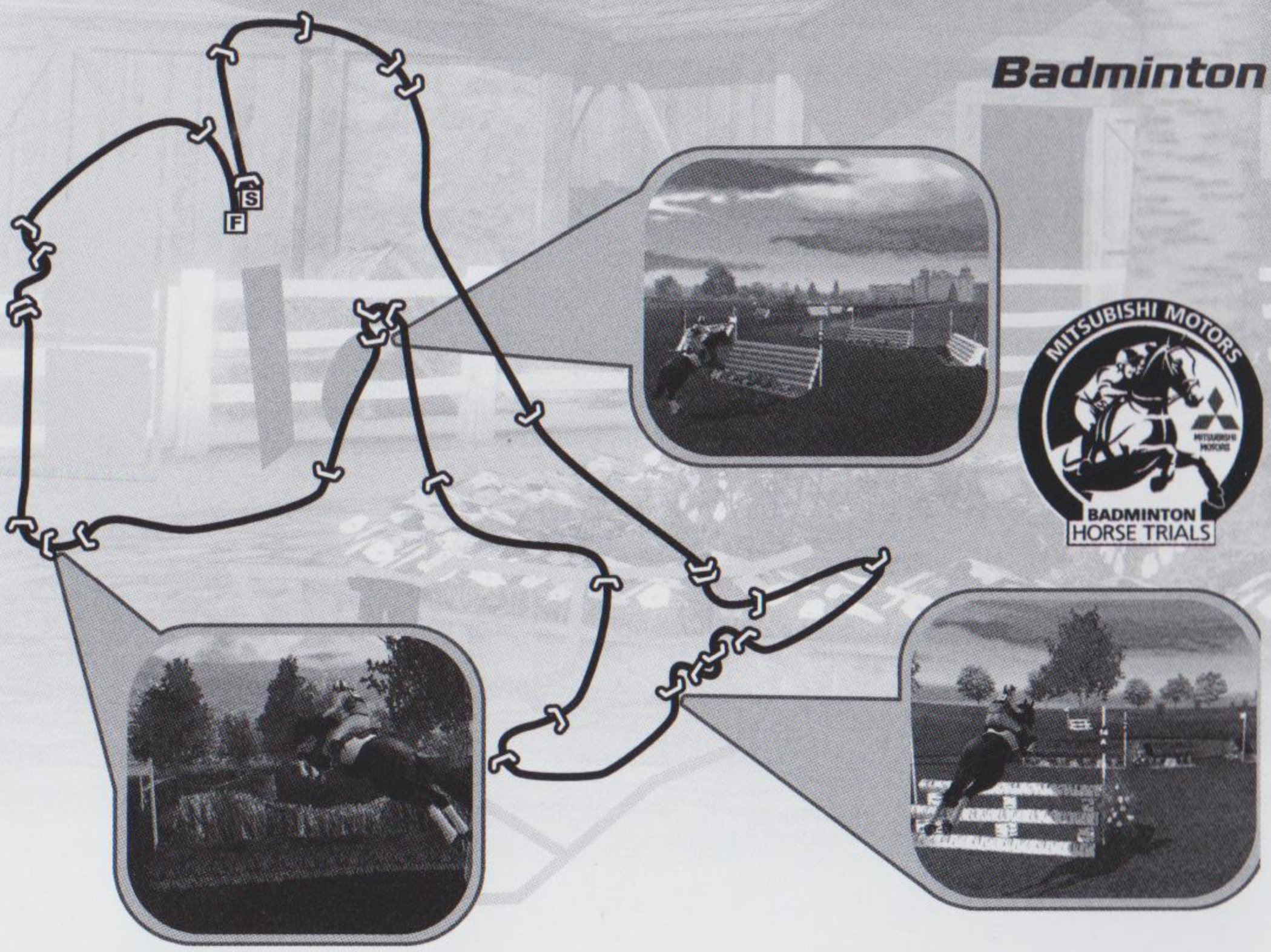
Penalties – Cross Country: Penalties are given in Cross Country for refusals (when the horse shies from a jump).

Presentation: Presentation is only scored in Dressage, and it's based on your horse's appearance, agility, and your equipment and clothing.

EVENTS

Kentucky

Badminton

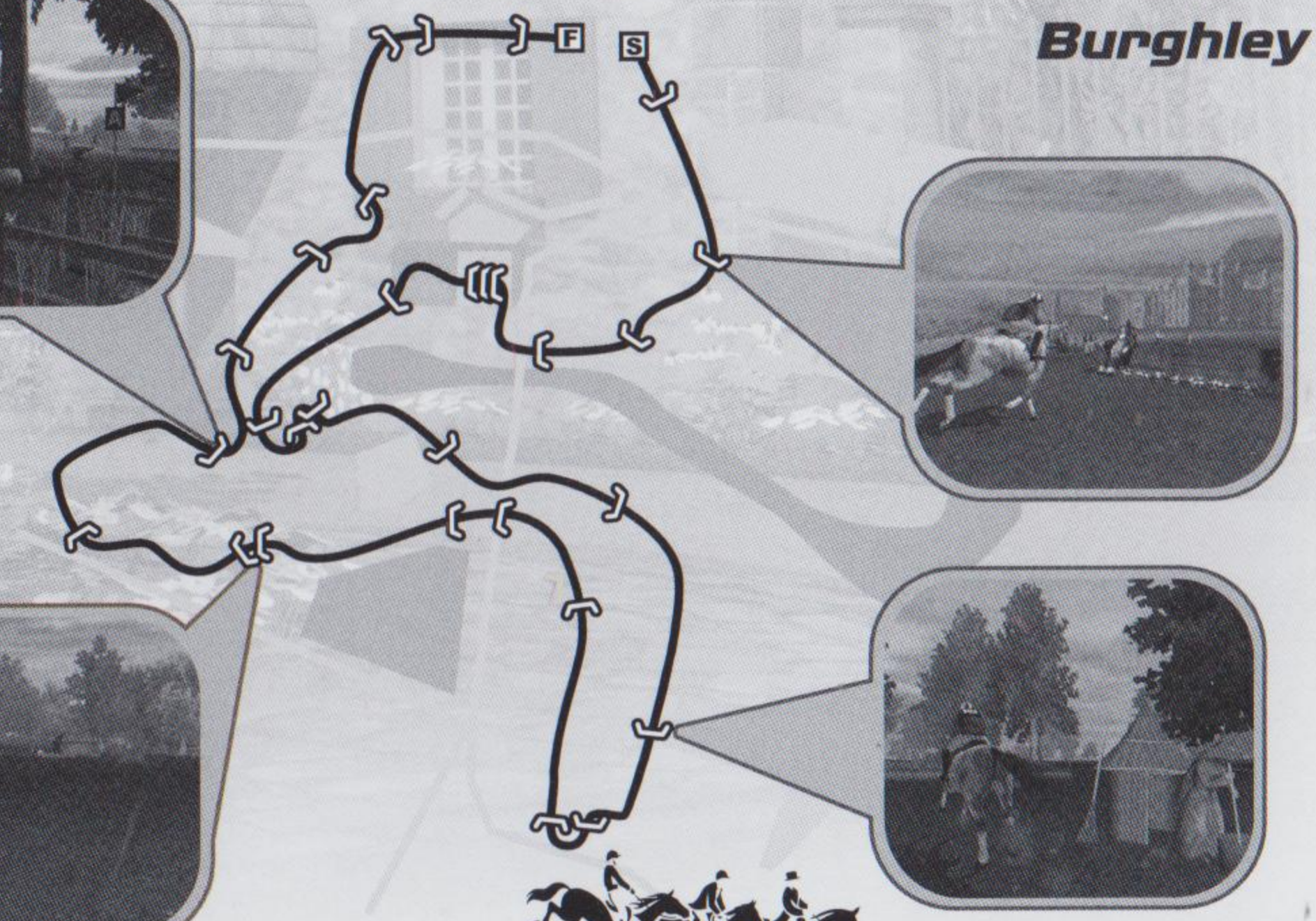


EVENTS

Adelaide

2005
adelaide
international
horse trials

Burghley



BURGHLEY HORSE TRIALS

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Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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